

## English/Writing

What is a traditional tale?

Read a range of fiction and non-fiction texts and use these as a basis for writing. (The Jolly Postman., Little Red Riding Hood and The Owl Who was Afraid of the Dark)

Letter writing.

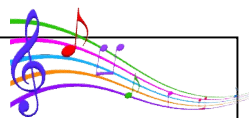
Character and setting descriptions.

Poetry- wolf poems and firework poems.

Sequence and retell historical events.

Write newspaper reports and diary entries.

## Music



To explore duration, pulse and rhythm

## RE

To learn about how different religions show thankfulness.

## Science

Identify the different food groups and think about what we could eat to have a healthy diet.

To understand how exercise keeps us healthy.

Recognise how medicines help us but must be used carefully and responsibly.

To know and name a range of materials with different characteristics and understand how some materials can be changed.

## Maths

To understand place value.

Recognise odd and even numbers.

To use practical and written methods to add, subtract, multiply and divide.

To recognise, name and describe 2D and 3D shapes.

To read the time on an analogue clock for o'clock, half past, quarter to and past the hour.

Find half and quarter of shapes and numbers.



Tell Me a Story...



Year Two

Autumn Term 2017

## Geography

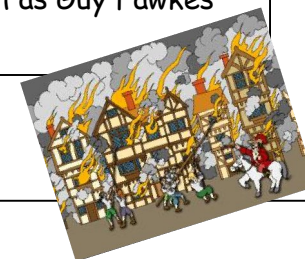
Recognise human and physical features.

To draw a map using symbols and a key. Identify countries and capital cities of the UK.

## History

To look at key historical events- Gun Powder Plot, Great Fire of London and Remembrance Day.

To understand the significance of key historical figures such as Guy Fawkes and Samuel Pepys.



## Computing

Basic computer skills- log on, font, typing, size, colour.

Make labels for the displays in corridor.

Take photograph, edit the photograph to look like a fairy-tale character and add a caption.

Use the internet to research the Great Fire of London.

Use eth programme Textease to create a picture in the style of famous artists, Jackson Pollock and Piet Mondrian.



## PE.

Gymnastics- Plan and perform a sequence of movement on floor and using apparatus.

Games- Ball skills- hitting, throwing, catching and kicking. Learning rules of games.

Dance- Following a dance routine, keeping in time to the music. Add own ideas to produce their own dance routine.

## DT

Compare different types of puppets.

To make a loaf of bread.

## Art

Use different media e.g. pastels and water colours.

To know primary and secondary colours.

To create pictures in the style of Jackson Pollock and Piet Mondrian.

